

## **METHOD AND APPARATUS FOR UPDATING STATE DATA**

### **Abstract Of The Disclosure**

In a graphics processing circuit, up to  $N$  states of state data are stored in a buffer such that a total length of the  $N$  sets of state data does not exceed the total length of the

5 buffer. When a length of additional state data would exceed a length of available space in the buffer, storage of the additional set of state data in the buffer is delayed until at least  $M$  of the  $N$  sets of state data are no longer being used to process graphics primitives, wherein  $M$  is less than or equal to  $N$ . The buffer is preferably implemented as a ring buffer, thereby minimizing the impact of state data updates. To further prevent

10 corruption of state data, additional sets of state data are prohibited from being added to the buffer if a maximum number of allowed states is already stored in the buffer.